

# Proof of Concept Plan for Pic-Puzzle

Justin Kapinski, Boyun Deng, Yuchen Liu

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## **Will a part of the implementation be difficult?**

The most challenging part of the implementation will be the GUI. Another challenge will be the algorithm to generate the numbers from the pictures.

## **Will testing be difficult?**

The most difficult part about testing will be testing the GUI. It is hard to test GUIs automatically. Testing the algorithms will be easy because we can compare our algorithm's output with the output from the original program.

## **Is a required library difficult to install?**

There shouldn't be any required libraries beyond what is included in Java already.

## **Will portability be a concern?**

Portability won't be a problem because we will be using Java so it should work on any computer with the JVM.

## **Will the project size/scope be feasible?**

Yes, the project is based on a fairly simple game. It will not require too much effort to fully replicate the original game's functionality.

## **What will be demonstrated?**

The most important part to demonstrate will be the GUI, because we think it will be the most difficult part to implement. Our demonstration should at least include a functional GUI with test cases.